

CLAIMS

1. Personal interface portable device for electronic card games, characterised in that it includes a thin display screen (10,) a tactile detection faceplate superimposed on the screen, control circuits for acting  
5 on a game display using the screen in response to the actions detected by the detection faceplate, and an interface with a central system that can execute electronic games.

2. Device according to claim 1, characterised in  
10 that the display screen (10) and the faceplate have a concavity that turns, in use, towards the user.

3. Device according to any of claims 1 and 2, characterised in that the display screen (10) and the detection faceplate are mounted on a handle (20.)

15 4. Device according to claim 3, characterised in that the handle (20) houses the interface control circuits.

5. Device according to claim 4, characterised in that the handle (20) is equipped with a validation button  
20 (10) of a choice made in a tactile manner.

6. Device according to any of claims 1 to 5, characterised in that the display screen (10) and the tactile faceplate have a general circular sector shape contour.

25 7. Device according to any of claims 1 to 5, characterised in that the display screen (10) and the tactile faceplate have a general rectangular shape contour.

8. Electronic game system that can execute  
30 electronic card games, characterised in that it includes:

- a central system that comprises a display screen that can represent a game board, and
- a plurality of user interface devices according to any of claims 1 to 7, linked to the central system.